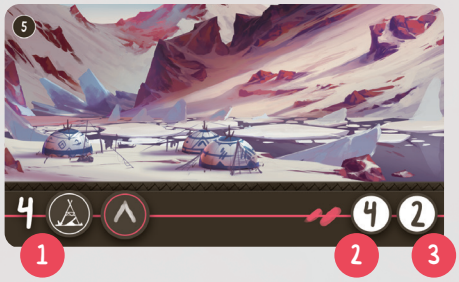
= EXPEDITION CARDS =

Set-up:

- Shuffle the 16 expedition cards and place 3 on the side of the board.

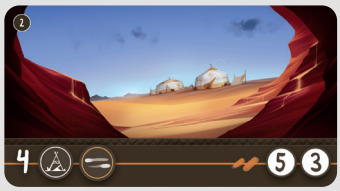
Special Rules:

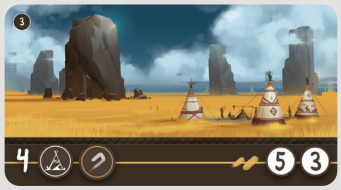
- The first player to achieve the expedition by completing the mission on the bottom left of the card, places the expedition card in front of him and immediately gets the amount of points shown on the first circle on the bottom right corner of the expedition card. The second player to achieve the same expedition immediately gains the points shown on the second circle on the bottom right corner of the card and removes the card from the game. No other player will be able to accomplish that expedition.



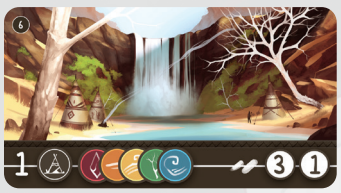
1. Mission
2. First reward
3. Second reward

= EXPEDITION CARDS PLAYER AID =

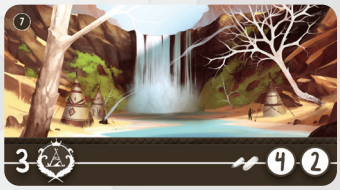




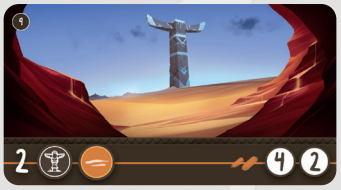
- **1~5:** Gain victory points by having at least 4 Tents in the Biomes of that color

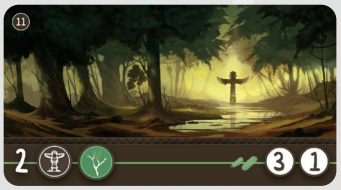


- **6:** Gain victory points by having at least 1 Tent in each of the five Biomes



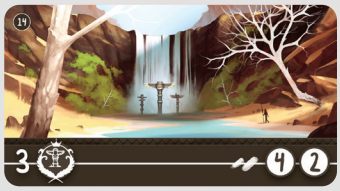
- **7:** Gain victory points by having the Tent majority in 3 different territories





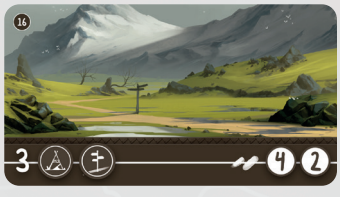
- **8~12:** Gain victory points by having at least 2 Totems in the Biomes of that color

- **13:** Gain victory points by having at least 1 Totem in each of the five Biomes



- **14:** Gain victory points by having the Totem majority in 3 different territories

- **15:** Gain victory points by having a settlement of five or more Tents



- **16:** Gain victory points by having 3 Tents on Road Crossings (Tent spaces that connect 3 roads)